

**AMENDMENTS TO THE CLAIMS:**

Prior to the present communication, claims 1, 3, 5-11, 13, 15-21, 24-30 and 37 were pending in the present application. Each of claims 24, 26-28 and 30 has been amended herein and claim 21 has been cancelled. As such, claims 1, 3, 5-11, 13, 15-20, 24-30 and 37 remain pending. This Listing of Claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Previously Presented) A computer readable storage medium having computer executable instructions embodied thereon for storing a data structure defining a window for drawing on a desktop representation displayed on a display device, comprising:

a first data field storing base content object properties for a base content object of the window, wherein the first data field is subdivided to store base object properties comprising a base geometry and is further subdivided to store base geometry properties comprising a plurality of vertices defining a mesh; and

a second data field storing content object properties for a plurality of discrete primary content objects.

2. (Cancelled)

3. (Previously Presented) The computer readable storage medium of claim 1, wherein the first data field is subdivided to store base object properties comprising base content margins, a base extent, and a base material.

4. (Cancelled)

5. (Previously Presented) The computer readable storage medium of claim 3, wherein the first data field is further subdivided to store base material properties comprising an ambient color, a diffusive color, and a specular color.

6. (Previously Presented) The computer readable storage medium of claim 5, wherein each of the ambient color, diffusive color, and specular color are defined as an ARGB value.

7. (Previously Presented) The computer readable storage medium of claim 3, wherein the first data field is further subdivided to store base material properties comprising a reflection scalar and a refraction index.

8. (Previously Presented) The computer readable storage medium of claim 3, wherein the first data field is further subdivided to store base material properties comprising a diffuse texture and a bump texture.

9. (Previously Presented) The computer readable storage medium of claim 1, wherein the second data field is further subdivided to store a content geometry and a content surface for each primary content object.

10. (Previously Presented) The computer readable storage medium of claim 9, wherein the second data field is further subdivided to store content surface properties comprising an ARGB texture for each primary content object.

11. (Previously Presented) A data processing system comprising:

a memory storing window properties comprising, for a plurality of windows for which properties are stored, properties for a base object and properties for one or more primary content objects, wherein the properties for the base object comprise a base geometry, and wherein the base geometry property comprises a plurality of vertices defining a mesh;

a compositing desktop window manager software module that composes a desktop based on the window properties of each window for which properties are stored, wherein for one of the plurality of windows for which properties are stored, the memory stores a plurality of primary content objects.

12. (Cancelled)

13. (Original) The data processing system of claim 11, wherein the properties for the base object comprise base content margins, a base extent, and a base material.

14. (Cancelled)

15. (Original) The data processing system of claim 13, wherein the base material property comprises an ambient color, a diffusive color, and a specular color.

16. (Original) The data processing system of claim 15, wherein each of the ambient color, diffusive color, and specular color are defined at least by an ARGB value.

17. (Original) The data processing system of claim 13, wherein the base material property comprises a reflection scalar and a refraction index.

18. (Original) The data processing system of claim 13, wherein the base material property comprises a diffuse texture and a bump texture.

19. (Original) The data processing system of claim 11, wherein the memory stores, for at least one primary content object, a content geometry and a content surface.

20. (Original) The data processing system of claim 19, wherein the content surface comprises an ARGB texture.

21. (Cancelled).

22. (Cancelled).

23. (Cancelled).

24. (Currently Amended) ~~The method of claim 21.~~ A computer implemented method of displaying a window in a graphical user interface of a shell of an operating system, comprising:

receiving window information from an instance of an application program associated with a computing device; and

rendering a window on a display associated with the computing device having a base object and a plurality of discrete primary content objects, wherein rendering is based on a base geometry defined by a mesh, base content margins, a base extent, and a base material, wherein rendering is based on base material properties comprising an ambient color, a diffusive color, and a specular color.

25. (Original) The method of claim 24, wherein each of the ambient color, diffusive color, and specular color are defined as an ARGB value.

26. (Currently Amended) The method of claim 21, A computer implemented method of displaying a window in a graphical user interface of a shell of an operating system, comprising:

receiving window information from an instance of an application program associated with a computing device; and

rendering a window on a display associated with the computing device having a base object and a plurality of discrete primary content objects, wherein rendering is based on a base geometry defined by a mesh, base content margins, a base extent, and a base material, and wherein rendering is based on the base material properties comprising a reflection scalar and a refraction index.

27. (Currently Amended) The method of claim 21, A computer implemented method of displaying a window in a graphical user interface of a shell of an operating system, comprising:

receiving window information from an instance of an application program associated with a computing device; and

rendering a window on a display associated with the computing device having a base object and a plurality of discrete primary content objects, wherein rendering is based on a base geometry defined by a mesh, base content margins, a base extent, and a base material, and wherein rendering is based on the base material properties comprising a diffuse texture and a bump texture.

28. (Currently Amended) ~~The method of claim 21,~~ A computer implemented method of displaying a window in a graphical user interface of a shell of an operating system, comprising:

receiving window information from an instance of an application program associated with a computing device; and

rendering a window on a display associated with the computing device having a base object and a plurality of discrete primary content objects, wherein rendering is based on a base geometry defined by a mesh, base content margins, a base extent, and a base material, and wherein rendering is based on a content geometry and a content surface for each primary content object.

29. (Previously Presented) The method of claim 28, wherein rendering is based on the content surface properties comprising an ARGB texture for each primary content object.

30. (Currently Amended) ~~The method of claim 21, further comprising:~~ A computer implemented method of displaying a window in a graphical user interface of a shell of an operating system, comprising:

receiving window information from an instance of an application program associated with a computing device;

rendering a window on a display associated with the computing device having a base object and a plurality of discrete primary content objects, wherein rendering is based on a base geometry defined by a mesh, base content margins, a base extent, and a base material;-

receiving user input to resize the window;

dividing the mesh into three regions per mesh dimension; and

for each region, maintaining offsets of mesh vertices in any dimension by which the region is bounded by a bounding box of the window, and scaling mesh vertices in any dimension by which the region is not bounded by the bounding box of the window.

31-36. (Cancelled)

37. (Previously Presented) The data processing system of claim 11,  
wherein each primary content object defines the size and shape of a data field of the window.